Stefan Feld
City Collection 2

AMSTERDAM

A game for 1–4 players aged 14 and up.

Game description

Come along to Amsterdam!

Players are influential merchants in Amsterdam at the end of the 19th century. Your industries will manufacture various commodities and transport them to storehouses in the harbor to be sold all over the world. Through profitable trade your reputation and prestige will increase, assisted by some well-planned expansion in the city and the strategic alliances with influential offices and officials.

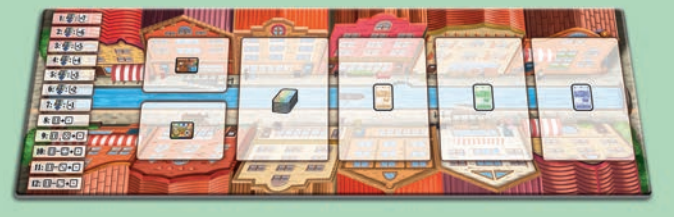
Each round players will select a new card and two of the six dice that provide the crucial resources needed to win the game.
By using these resources, players will activate cards, acquire houses, and move their ship to deliver commodities to their storehouse.
Skill and foresight will be needed to constantly increase your prestige; the player with the most at the end of the game is the winner.

Game components

Basic game:

- 1 Game Board

- 1 Game round board with spaces for the cards



- 1 Game round tracker

- 36 Commodity tiles –
  (Acrylic for the DELUXE version)*

Beer *Tulip bulb* *Cheese* *Furniture* *Jenever*

Floor tiles *Lace* *Coffee* *Crystal glass*

- 16 Market tiles

8× A *8× B* *Reverse*

- 40 Coins

30x 1 Gulden *10x 3 Gulden*

- 25 Penalty tokens

- 1 Starting player crest

- 240 Resource cubes
  In black, brown, purple, pink, orange, and gray:

Per color: *30× Small (value 1)* *10× Large (value 5)*
These will be referred to as "resources."

- 1 Resource board

- 6 Dice
  In black, brown, purple, pink, orange, and gray

- 132 Playing cards

54 Craftsmen, (green) *54 Buildings, (blue)* *24 District maps (tan)*

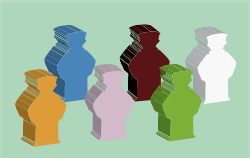
Reverse:

Note: Each color is assigned a special icon to assist players with difficulty discerning colors. You will find the same icons on the boards, cards, and certain tiles.

Brown *Gray* *Purple* *Orange* *Pink* *Black*

- 6 District tiles

- 12 Dock workers – *Two each of the colors light blue, maroon, white, gold, light pink, and light green.*



CLASSIC Components

*DELUXE Components**

- 1 Cotton bag

- 10 x5-Multipliers

- 1 Addendum with further explanation of all cards and tiles
- 1 Rules booklet

Expansion 1: Specialized workers (p.14)

- 1 Supervisor
- 1 Bailiff

CLASSIC *DELUXE**

Expansion 2: Secret orders (p.15)

- 42 Secret orders for final scoring

Expansion 3: Black Marketeer (p.16)

- 1 "Shady Stefan" Figure

Expansion 4: Extra market tiles (p.16)

- 8 Market tiles

4x CA *4x CB*

- 40 Action markers
  Used to mark cards as used. (acrylic in Deluxe version)*

Game components for each player

in player colors: red, green, yellow, and blue:

- 1 Player board

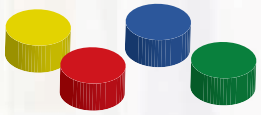
- 2 Summary Cards

- 1 Roundel
  Each Roundel is made of a base and a turntable. Put the turntable inside the base. Due to the raised edge it will be easy to rotate the inner circle.

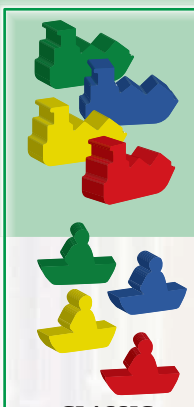
- 15 Control crests

- 1 "100/200"-Points tile

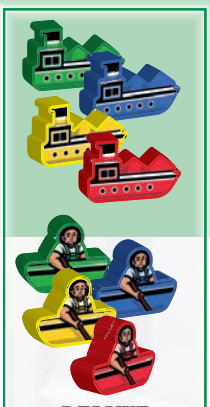
- 1 Amstel disc



- 1 Barge token
- 1 Rowboat



CLASSIC Components



*DELUXE Components**

*This chapter shows both the material of the **DELUXE-Version*** as well as the **CLASSIC-Version**. From here on, only the material of the **DELUXE-Version*** is used in the illustrations. The **DELUXE** material can also be purchased separately. Further information on pages **18-19.***

Setup

1) Place the **game board** in the center of the playing area. It shows the city of Amsterdam and its harbor.

- The city is subdivided into **six districts** with the rooftops in each district being a different color. Each district consists of **six blocks of buildings**.
- In the harbor there are nine large **storehouses** and four smaller **warehouses** with their anchorage points (indicated by anchor icons) plus six **docks** for the **dock workers**. All these are connected by the waterways on which the players will move their **barge tokens**.
- The **Amstel canal** flows along 19 spaces through the city (the final, large space counts as a single space) and is crossed by four bridges.
- In the bottom right corner of the game board is located the **magazine** for transported dock workers.
- In the bottom left corner of the game board is located the **black market** with nine commodity spaces.
- Along the edges of the game board is the **scoring track** with spaces from 0 to 100.

2) Take the bag and put all **commodity tiles** (hereafter commodities) in it. Then, draw the commodities randomly from the bag one after the other and place 1 on each block of buildings. Make sure that the resource icons remain visible on the game board.

3) Assign the **12 dock workers** to the docks. Put them all in the bag, then draw two at a time and place them on the docks in pairs until all docks have workers.
Make sure that the both dock workers at any one dock are of a different color and that no dock worker is placed on the dock of its own color.

4) Put the **6 district tiles** in the bag and mix well. Draw as many as the **number of players minus 1** (for example, 2 tiles in a game of 3 players) and place them faceup next to the game board.
Place one of the unused district tiles facedown next to the tiles to show how many prestige points players may earn for each district during the final scoring, if they have the majority of control crests in those districts.
Return the remaining tiles to the game box.

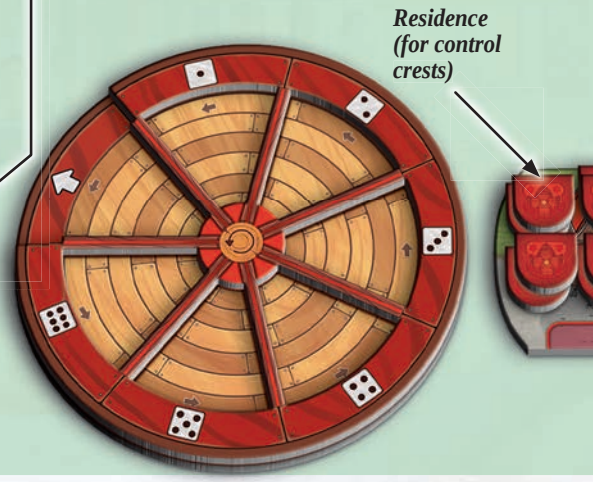
Setup of player components

14) Each player chooses a player color (red, green, yellow, blue) and takes the following components of their color:

- **1 "100/200" point tile,** to be placed next to the scoring track.
- **1 Player Board** and **2 summary cards**, to be placed in front of you.
- **1 Roundel composed of two parts**. Put the smaller turntable inside the larger base, and place the roundel next to your player board. The rim of the base shows six dice with pips from "1" to "6" plus one exit arrow. The turntable has seven slots - during the game, you will place resources into these slots and retrieve them from the space with the arrow.

Note: You may exchange any 5 small cubes ("1") for big ones ("5") anytime if you need to save space on the roundel.

- **1 Row boat**, to be placed on the "0/100" space of the scoring track.
- **1 Barge**, to be placed on the start pier of the matching color inside the harbor.
- **15 Control crests**, placed on the residential house of your player board.



5) Place the **game round board** next to the game board.

6) Sort all **cards** by the color of their reverse side, mix separately and place each pile as face down draw decks on the space of the same color on the board.

7) Sort the **16 market tiles** into "A" and "B" stacks, mix them separately, and return **two random tiles** of each type to the game box without looking at them. Create a stack with the six "B" tiles at the bottom and the six "A" tiles on top and place them on the designated space of the board. Then, reveal the top market tile and place it faceup on the space next to the stack. "A" tiles will be used in rounds 1-6 and the "B" tiles in rounds 7–12.

8) Put the **game round tracker** on the game round track with its window indicating the current round and that round's additional rules (see page 12). It is moved forward from round to round, thus tracking the number of game rounds.

Note: If you want to start with a shorter game, you may play 10 rounds instead of 12. To do so, put the game round tracker on the thrid space of the game round track. You only need 5 market tiles of "A" and "B" (or "C").

9) Put the **resource board** next to the game board.

10) Sort the **resources** by color and form a supply on the houses of the same color on this board.

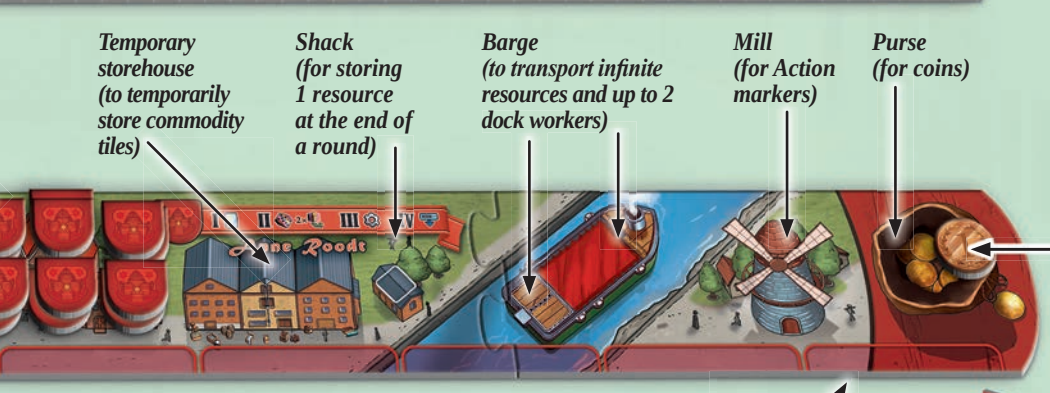
11) Keep the **six dice** ready for use in the lower part of the board.

12) Separate the **coins** by value and place them as a supply on the designated spaces of the resources board, along with the **action markers** and **penalty tokens**.

13) Set the 6 "x5" multipliers aside. They are used only if needed (see page 12).

- **1 Amstel disc**, to be placed on the dark blue starting space on the Amstel Canal. Place all discs in the bag and draw them one by one, stacking each drawn one on top of the rest on the starting space.

Note: The **position of these Amstel discs is relevant for the player order** during the game (this applies as well to the two steps described on the next page). Player order is determined most advanced to least advanced, with ties on the same space broken from top to bottom.


Temporary storehouse (to temporarily store commodity tiles)
Shack (for storing 1 resource at the end of a round)
Barge (to transport infinite resources and up to 2 dock workers)
Mill (for Action markers)
Purse (for coins)

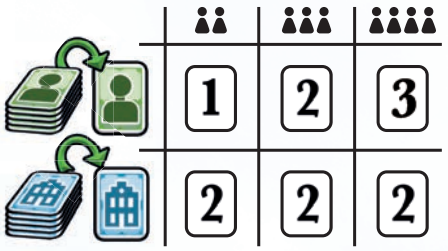
- **1 gulden** as your starting capital. Place it on the purse of your player board. Money must be visible for all players.
- The player who is in front on the Amstel canal at the start of the game as well as during the game receives the **Start Crest**.

Underneath your tableau there is space for a maximum of 5 cards. When you activate a card, it is placed above the tableau. There is no limit to the number of activated cards.

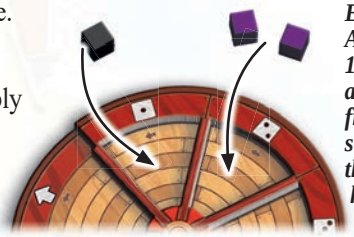
After the two following steps have been performed you can start the game with round 1:

15) Draw a number of Craftsmen and Building cards based on the player count (see chart to right) and place them faceup next to the game round board.

The player whose disc is **at the bottom** of the stack on the starting space of the Amstel canal selects first, followed by other players in reverse player order (bottom to top). Each player selects one of these cards and places it faceup in any of the five slots on the **lower edge** of their player board. After all players have selected one card, put the remaining card on the space of the game round board provided for the discard pile.



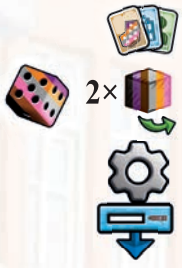
16) Now, in order from top to bottom of the discs on the Amstel starting space, each player first takes **one resource of their choice** (small cube) from the common supply and places it in the slot of their roundel marked by the [·]. Then, each player takes **two more resources** and places them both in the slot marked with the [··]. These resources must be the same color, but any color may be chosen (even what was chosen for the first space).



Example: Anne takes 1 resource in black and 2 in purple from the common supply. She places them in the slots of her roundel.

Game play

The game is played over 12 Rounds. Each round consists of 4 phases, which are played in the following order:



Phase I: ■ **Reveal and select cards**

Phase II: ■ **Roll the dice and take resources**

Phase III: ■ **Perform actions**

Phase IV: ■ **End of the round**

Note: Some cards that you will activate during the game change the rules mentioned above or in the following sections of this rulebook. The rules of the cards always take precedence.

Anatomy and explanation of the cards

The cards consist of 54 **Craftsmen (green)**, 54 **Buildings (blue)**, and 24 **District maps (tan)**.

Activation costs

In the center of each card is depicted a number of resources in a white banner. This is the cost the player must pay in order to activate and place that card **above** their player board.

The resources have different colors. There are special icons related to the colors to help players with difficulty discerning colors. You will find the same icons on the boards, cards, and certain tiles.

brown *grey* *purple* *orange* *pink* *black*

Eligible Phase

A card above your player board is considered active and may be used at different times, indicated by the icon to the right of the activation cost. These icons are explained in detail in the addendum:

Once per round on phase I/II/III

I / II / III

Permanent Abilities

∞

End of Game

Ability and Card number

Each activated card provides a special ability, benefit, or way to score prestige points at the end of the game. These are represented by icons at the bottom of the card. Each card has a number for referencing in the addendum, which contains a detailed explanation of every card.

Phase I: Reveal and select cards

First, reveal a number of cards from the game round board, depending on player count.

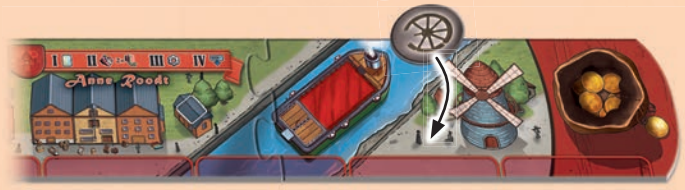
	2	3	4	5
	2	2		2
	1	1 (1 3 ...)	2 (2 4 ...)	2
	1	2 (1 3 ...)	1 (2 4 ...)	2

- 2 : 2 District maps + 1 Building + 1 Craftsman
- 3 (Odd Rounds): 2 District maps + 1 Building + 2 Craftsmen
- 3 (Even Rounds): 2 District maps + 2 Buildings + 1 Craftsman
- 4 : 2 District maps + 2 Buildings + 2 Craftsmen

In player order (Amstel track) each player **selects one of the cards on display** and places it faceup in one of the slots below their player board. This card is **not active yet**, but can (and should) be activated during the course of the game. Put any leftover cards on the discard pile.

Note: If you have activated cards to be used during Phase I, you may use them once during this phase.

Important: If a player must place another card **below** their player board when all five slots are occupied, they must put **one** of the six cards of their choice on the discard pile and take a **penalty token** from the common supply. They place the penalty token on the left side of the windmill on their player board where it remains until the end of the game.



Example:
Anne selects a Craftsman and places the card below her player board. She now has three spaces remaining for inactive cards.

Note: Players may look at the cards in the discard pile at any time.

2× Phase II: Roll the dice and take resources

The first player in player order (Amstel track) **rolls all six dice** simultaneously and puts each on the matching colored space on the resource board without changing the results.

In player order each player chooses any **two dice** (what other players decide does not limit which you may pick) and takes a **number of resources** of that color **equal** to the **die result** and **die color** from the common supply and places them in the slots with the corresponding pips on their roundel.

Note: You may play this step simultaneously. All players choose two dice and take their resources at the same time, unless there is at least one player who wants to see what the others are taking before deciding for themself. In that case follow the current player order.

Important: In gamerounds 8–12 dice with high results must be turned to ⚀ before choosing resources, due to the nearing end of the game. See: p.12,"Roll the dice".

Example: Anne decides for the orange die "2" and the brown die "5." She takes 2 orange resources and 5 brown resources, putting the two orange resources in the "2" slot of her roundel and the 5 brown resources in the "5" slot.

After all players have taken and stored their resources, they rotate their turntable **counter-clockwise by one slot,** thus moving all resources to the next space. Any resources in the space with the exit arrow (these had been in the "1" space before) are moved out of the roundel and are available to the player as their resource supply now. If they have a resource on their player board they add it to their resource supply. These resources are available for use for various actions in the next phase. All other resources still on the roundel are not available (yet) and cannot be used.

Important: If there are no resources in the exit slot after rotating the roundel, the player must take **one penalty token** and place it on the left side of the windmill on their player board. During that player's turn in the next phase they can still use their activated cards to possibly gain resources for their supply, which they may be used immediately. Also, they can perform the action "Buy prestige" because no resources are needed for that action.

Note: If you have activated cards that may be used in Phase II, you may use them once during this phase.

Example:
Anne rotates her roundel one space counter-clockwise. This places the black resource in the exit space. It becomes available as her current resource supply.

Phase III: Perform actions

During this phase the players make use of their personal supply of resources. They should try to use all of their resources—at the end of the round (phase IV) all unspent resources **except one** must be returned to the resource board. When you cannot or do not want to perform an action (any more) you pass.

Note: You are allowed to store one resource on the shack of your player board. It is part of your resource supply in the next round.

In current player order (Amstel track) the players perform the following actions in any combination and sequence of their choice:

Activate cards
(colors of resources are relevant)

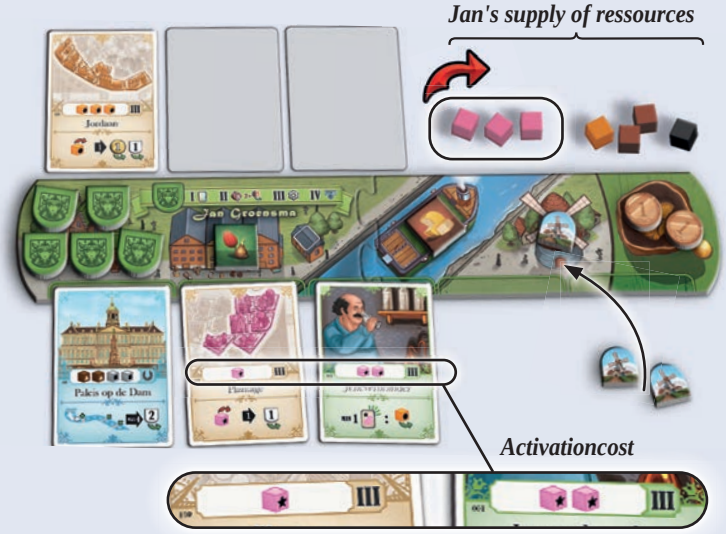
Cards in the slots below your player board must be activated before they may be used. To activate a card, you must pay the resources shown in the center of the card – take them from your personal supply and return them to the resources board. Then move the card from below your board to above your board. This card is activated now and may be used for the rest of the game, even during the same turn as you activated it.

As an aid, take one activation marker for every once-per-phase card that is active and place it on your mill. This will help you see how many cards you can activate on a turn.

You may activate several cards during the same turn, and you may perform other actions in between activating cards.

Note: The number of cards above your board is not limited!

Note: You will find a card anatomy and general rules for using them on page 6.



Example:
Jan spends 3 pink resources to activate two cards: He returns the the resources to the supply and moves one Craftsman and one District map above his player board. In addition, he takes two action markers from the supply and places them on his mill.

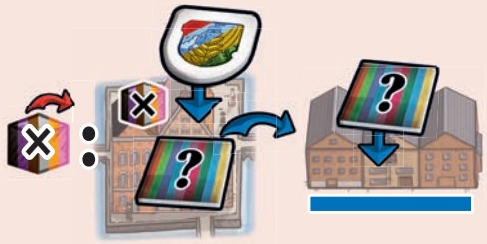
Use activated cards
(placing action markers)

During your turn, you may use any of your activated cards marked with "III" or "∞" in any order you like, and you may perform other actions in between using these cards. **Cards marked as "III" may be used once only per round;** place an activation marker from the player's windmill (right side of player board) on the card as a reminder. A card with an "∞" is never marked with an action marker!

Note: Cards that may be used once-per-round in Phase "I" and "II" should also be marked with an activation marker when used in the corresponding phase.

Example:
Jan uses his recently activated card since he has at least one pink District map.

He recieves 1 orange resource and places an action marker from his mill on the used card.



Take possession of a block of buildings
(colors of resources are relevant)

You may perform this action **once only during your turn**. If you want to take possession of a block of buildings, you must return the number of resources from your personal supply to the resource board as indicated on that block. **These resources must also match the indicated color.**

After paying resources, exchange the commodity of that block for one of your control crests and place the commodity on the temporary storehouse on your player board. You now own this commodity, but you may not load it on your barge at this time. Commodities in your temporary storehouse are open information, and there is no limit to how many may be stored there.

Once acquired, the ownership of a block of buildings cannot change. Players may own blocks that are not adjacent to each other, but it can be beneficial to control linked blocks.

Note: Each player's largest group of connected blocks will score at the end of the game. Blocks are connected if they are **joined by a bridge**.

Example:
Mareike acquires a block of buildings for the cost of two pink resources. She returns the resources to the supply and places the commodity (furniture) on the temporary storehouse of her player board and one of her control crests on the block of buildings.

Loading commodities onto your barge

During your turn you may load one or more commodities from your temporary storehouse onto your barge by moving them onto the "barge space" on your player board. These commodities are aboard your barge now.

Important: In order to load your barge with a commodity, it must be in one of the seven loading docks marked with a crane icon.

Once aboard your barge, you must move your barge token to the anchorage point of the corresponding storehouse or warehouse (marked by an anchor) and unload the commodities there. There are circular icons next to each storehouse to show the type of commodity that this storehouse will accept, whereas the warehouses are marked with a "?". The number of commodities you may transport on your barge is not limited.

Example:
There are two commodities on the temporary storage warehouse of Anne's player board. When she arrives at a dock with her barge token, she can load the commodities into her barge, represented by moving them to the barge space of her player board.

Move your barge
(colors of resources are not relevant)

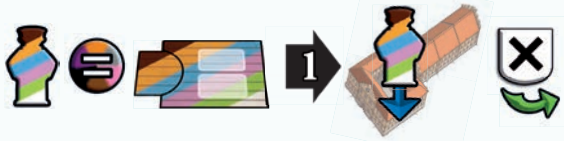
All barges start the game on the pier inside the harbor. A player may move their barge as many times and as far as they want along the water spaces, change direction, and/or land at the anchorage points of storehouses and warehouses (to deliver commodities) and docks (to deliver workers). The start pier is considered a dock space as well.

Moving your barge is not free – for **each water space or dock** you move to you must **pay 1 resource** of any color from your personal supply, returning it to the resources board. All spaces may hold an unlimited number of barges.

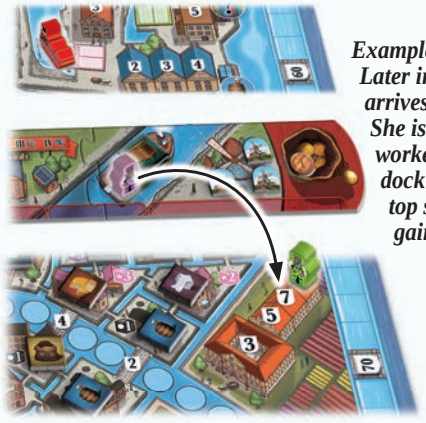
Example:
Anne returns 3 resources to the supply and moves her barge to the yellow dock via the anchorage point of the tulip warehouse then along one water space.

When your barge is at a dock with one or two dock workers, you may take **one dock worker** aboard and transport them. Place that dock worker on one of the two spaces in your barge on your player board and gain **1 gulden** immediately. At any point there may be no more than two workers on your barge.

Example:
Anne places the light pink dock worker on the barge space of her player board. She gains one gulden and places it on the purse.



After arriving at a dock, if there is a dock worker of the same color on your barge, place that dock worker on the topmost unoccupied space of the magazine on the game board (not at the dock). Only one dock worker can be on each of the top three spaces, whereas the large space at the bottom can accommodate all dock worker arriving later. When dropping off a dock worker, **immediately** gain as many prestige points as printed on that space of the magazine.



Example:
Later in the game Anne's barge arrives at the light pink dock. She is second to deliever a dock worker: She places the pink dock worker on the second to top space of the magazine and gains 7 points.

There are nine **storehouses** in the harbor of Amsterdam, each accepting only a specific type of commodity, as indicated by the round icon. If you are at an anchorage point and have the required commodity aboard, place it on the rooftop of that storehouse with the highest printed prestige value and gain the same number of points immediately. Each storehouse can hold a maximum of three commodities of its type.

Note: There are no costs for unloading commodities.

Example:
Anne's barge has anchored at the anchorage point of the storehouse for beer. She places the beer commodity from the barge space of her player board onto the game board, covering the the rightmost rooftop, and gains 4 points.

The four warehouses, marked with a "?," accept any type of commodity, but can hold only one. Again, you gain the printed prestige points immediately when unloading there.

For delivering commodities during round 1–7 you will gain a bonus for a "fast delivery": See page 12!

Black Market
(an alternative to the storehouse)

A commodity taken from an acquired block of buildings does not necessarily have to be moved into **temporary storage**; instead, you may **immediately** sell it at the **black market** if a space is available. Place the commodity on an empty space of the black market and **either** gain any one (1) resource from the resources board, adding it to your personal supply **or** take 2 gulden from the common supply.

Only one piece of each of the nine commodity types can be sold (placed) at the black market. If a space is occupied, that commodity cannot be sold at the black market anymore.

Example:
Mareike sells the coffee commodity that she just received by taking possession of a block of buildings on the black market. She decides to gain 2 Gulden.

Move ahead on the Amstel
(colors of resources are not relevant)

Once only during your turn you may move your disc on the Amstel ahead as many spaces as you wish. For the first space you move you must return any **one resource** from your personal supply to the resources board.

However, if you want to move further ahead, you must pay **two resources of your choice** for **each additional space** (see chart for totals). If you end your movement on an occupied space, put your disc on top of the other disc(s).

	1	3	5	7	[+2]
	1	2	3	4	[+1]

Note: When crossing a bridge, you gain the prestige points printed on that bridge immediately.

Example:
Jan returns 3 resources to the supply to advance 2 spaces on the Amstel canal. Since he crossed a bridge he also gains 4 points.

The last space:

The first player to arrive at the finish of the Amstel canal (the Amstel's mouth inside the harbor) puts their disc on the "1" space. The next one to arrive puts their disc on "2" space, etc. The player order of all players with their disc on the end space is fixed for the rest of the game. Who ever reaches the last space gains 10 prestige points immediatly.

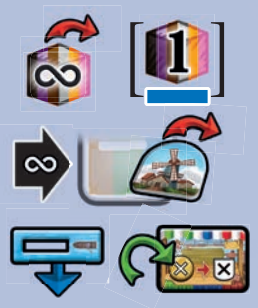
Buy prestige at the market
(requires Gulden)

Once only during your turn you may make use of the current market tile (which was revealed at the start of the round) to buy prestige. You have to pay the required amount of money (gulden) to the common supply and immediately gain as many prestige points plus additional benefits as shown on the tile.

Note: You can find an explanation of all the market tiles in the addendum.

Example:
Mareike spends 1 gulden to use the current market tile. She gains 1 point and advances 2 spaces on the Amstel canal.

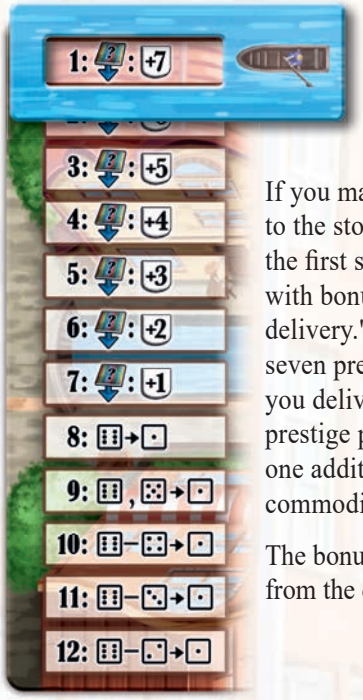
Phase IV: End of the round



- You may store one unused resource on the temporary shack of your player board for use the next round. **All other resources must be returned to the resource board.**
- Return your **action markers** from used cards (I, II, III) to the windmill on your player board.
- Advance the **round token** on the round board **to the next space**.
- Reveal a new **market tile** and place it on top of the previous one.

Note: In the last round of the game, phase IV will be skipped.

Additional rules



Game rounds 1 to 7 – "Fast delivery":

If you manage to deliver commodities to the storehouses and magazines during the first seven rounds, you are rewarded with bonus prestige points for "a fast delivery." In round 1 you gain an extra seven prestige points for each commodity you deliver, in round 2 you gain six prestige points, etc., until finally only one additional prestige point for each commodity in round 7.

The bonus points are added to those gained from the delivery itself.

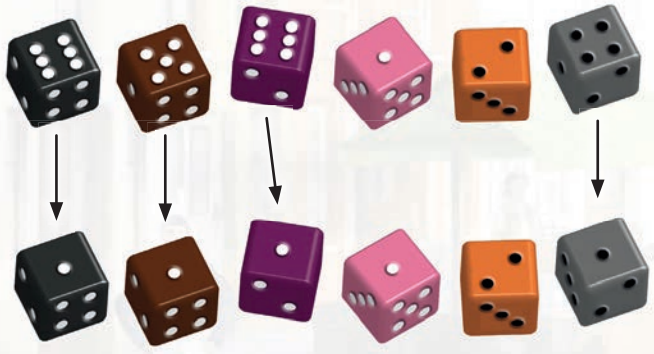
Example:
It is the 4th game round: Jan's barge arrives at the anchorage point of the cheese storehouse. He places the commodity on the second rooftop and gains 6 points. For a fast delivery he gains another 4 points, thus 10 points in total.

Note: As a reminder these bonus prestige points are also shown on the spaces for round 1–7 on the track of the game round board.

Phase II "Roll the dice"

After round 8, the game would end before the resources for higher valued dice become available. Therefore, in Round 8 all dice results of ⚅ are turned to a result of ⚀; In game round 9 all results of ⚅ and ⚃ are turned to the result of ⚀, etc. In game round 12 all dice will be turned to the result of ⚀.

Note: As a reminder these die results are also shown on the spaces for round 8–12 on the track of the game round board.



Example:
It is the 10th game round: The players rolled dice with the result of two ⚅, one ⚃ and one ⚂. These four dice are turned to show a ⚀.

Game components limits

None of the resources except cards are limited. In the rare case that some of these components run out you can use the "x5" multiplier tokens or use any suitable substitutes.

End of the game

The game ends after the 12th round, in which Phase IV is skipped. If any players still have cards below their player board at this point they must take one penalty token for each card.

Then, proceed to final scoring:

1) Penalty tokens:

Each player loses three prestige points for their first penalty token, five prestige points for their second one and seven prestige points for their third and each of any further ones. Move the player's rowboat on the score track backwards the corresponding number of spaces.

Example:
Mareike has accrued 4 penalty tokens and must go back 22 spaces on the scoring track.

2) End Game scoring cards:

Resolve all cards showing the "game end" icon.

Example:
When the game ends Mareike has 5 active cards, 3 of which are End Game scoring cards. She gains:
007: 2 points for each different active Craftsmen (6 in total);
011: 1 point for each dock worker in the magazine (7 in total);
086: 2 points for each active End Game scoring card (6 in total)

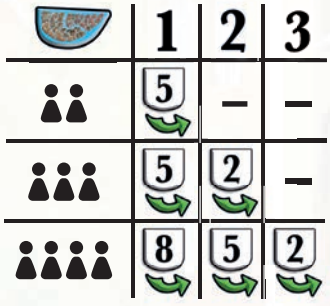
3) City evaluation:

Each players counts their largest group of connected crests, gaining 3 points per crest.

Example:
Mareike (yellow) has placed 8 control crests, but 6 are in her largest group. She gains 18 points.

4) District evaluation:

Score each district tile that is face up next to the game board separately. Players gain a number of prestige points as shown in the chart to the right if they own the majority of crests in that district. In case of a tie add the points of the two positions and divide the total equally (rounded down).



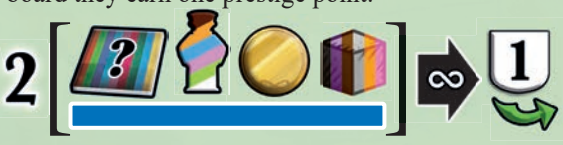
Example:

Plantage (pink):
There is a tie for the first position in this district between Anne (red) and Jan (green). The points for the first and second position are therefore added up (5+2), dived in half and rounded down. They gain 3 points each.

Jordaan (orange):
Jan gains 5 points for the first position with three control crests. Anne gains points for the second position (2 crests).

5) Leftover commodities / dock worker / gulden / resources:

For every two of these components remaining on a player's board they earn one prestige point.



Example: Mareike has 12 leftover components (4 resources, 2 commodities, 1 dock worker, and 5 gulden). She gains 6 points.

The player with the most prestige points is the **winner** of game.

In case of a tie for the winner is the tied player further ahead on the Amstel.

Note: Once you have played ***Amsterdam*** one or two times you may want to play it with one or several of the following Expansions (in any combination).

Expansion 1: Specialized workers

This expansion introduces two neutral workers to the game that give certain benefits, but also need to be paid. The changes of the standard game play are detailed below.

Additional components:

- **1 Supervisor**
- **1 Bailiff**

Bailiff

Supervisor

Setup:

The last player in order on the Amstel places the **Supervisor** on any one of the **warehouses**.

The second to last player in order on the Amstel places the **Bailiff** on any **space with a block of 2 houses**.

Supervisor rules:

Benefit:
Each commodity delivered to a storehouse or warehouse where the Supervisor is currently located is worth an additional **2 prestige points**.

Movement:
A player delivering at least one commodity to a storehouse or warehouse where the Supervisor is currently located moves it to the nearest storehouse or warehouse based on the number of water spaces. Since a storehouse has room for up to three commodities, the Supervisor may return to the same warehouse on a later turn. Once all storehouses and warehouses are completely filled with commodities the Supervisor is removed from the game.

Example:
Jan delivers a commodity (tulips) to the warehouse on which the Supervisor currently stands. In addition to the 5 points (as printed on the warehouse) he gains 2 points for the Supervisor. Then he moves the Supervisor 2 spaces to the nearest storehouse (lace).

Bailiff rules:

Benefit:
The player acquiring the block of buildings where the Bailiff is located has to pay **one fewer resource** in the required color.

Movement:
The player then moves the Bailiff to an adjacent block that is both connected by a bridge and not yet owned by any player. If all adjacent blocks are owned by players, the Bailiff moves along the next bridge to a legal block, etc. Once all blocks of houses are owned by players the bailiff is removed from the game.

Example:
Anne takes possession of the block of buildings where the Bailiff currently is. She now only needs to return 1 gray resource (instead of 2) to the supply to take this action. She then moves the bailiff token one step along one of the connecting bridges to the adjacent block to the right.

Expansion 2: Secret Orders

This expansion introduces secret tasks to the game which the player should try to accomplish. If they do, they gain additional prestige points.

Additional components:

- **42 Secret orders**

Setup:

Randomly deal **three secret orders** to each player. Each player looks at their tiles, then keeps them facedown next to their player board.

Note: For more emphasis on these orders, players may agree to deal 5 tiles to each player instead of 3.
For more open information, players may agree to place 1-2 tiles faceup instead.

Gameplay:

The orders describe certain conditions that players should try to accomplish by the end of the game. If the conditions have been met by any players at the game end, the player who possesses the secret order scores prestige points.

End of the game:

Each accomplished task is worth its shown number of prestige points during final scoring.

You will find a detailed explanation of the secret orders in the addendum.

Example:
As demanded on the task tile, 3 commodities (beer) were delivered to the beer storehouse. It does <u>not</u> matter who delivered the commodities!

In a 2-player-game this task is worth 7 points, in a 3-player-game 6 points, and 5 points in a 4-player game.

Expansion 3: The black-marketeer

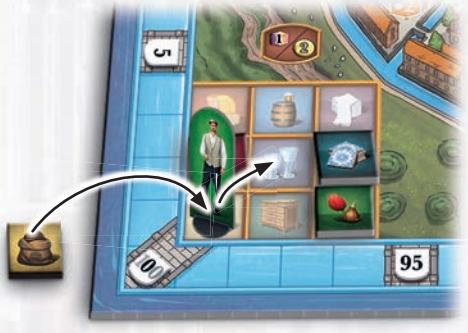
With this expansion the black market yields twice its rewards.

Additional components:

- **1 Black marketeer (Stefan Feld)**

Setup:

The first player in order on the Amstel places the black-marketeer on **any one of the commodities in the black market**.



Gameplay:

Benefit:

A player selling a commodity to the black market space where the black-marketeer currently is located receives **any 1 resource as well as 2 gulden**.

Movement:

After selling a commodity to the black market space where the black-marketeer is located, that player moves the black marketeer to an adjacent empty black market space (even diagonally). If there are no empty adjacent spaces, he moves to an empty space that is two spaces away. Once all spaces of the black market are occupied the piece is removed from the game.

Example:
Mareike sells one commodity (coffee) on the black market. Since the black marketeer stands there, she gains 2 gulden and one resource of her choice from the genral supply. Then she moves the marketeer one step diagonally to the middle space (crystal glass).

Expansion 4: Extra market tiles

This Expansion adds some extra market tiles to the game, giving new benefits.

Additional components:

- **8 market tiles** of category "C" (marked "C_A" respectively "C_B")

Setup:

The new market tiles can be included in the game in two ways:

- You may remove all "A" and/or "B" tiles and replace them with "C_A" and "C_B" tiles respectively.
- However, we recommend to take one random "C_A 1 - 4" tile and return it to the game box without looking at it. Mix the remaining 3 "C_A" tiles with 3 "A" tiles that were randomly chosen before. Repeat this procedure with the "C_B 1- 4" and "B" tiles. Form a stack with the "A"/"C_A" tiles on top.
- If you play a shorter game of only ten rounds, return two tiles each of "C_A" and "C_B" to the box.

You will find a detailed explanation of the "C_A" and "C_B" tiles in the addendum.

Amsterdam Solo Rules

You play against an auTOMatic opponent (called TOM), who is controlled by the dice. Do not use any expansion modules.

Setup:

Setup the game as usual with the following changes:

- Put only one dock worker of each color into the bag before placing one randomly on every dock.
- TOM does NOT need most of the components a real player would need: Choose a player color for TOM. Put the rowboat of the selected color on space "0/100" of the scoring track. Put your **Amstel disc** and the Amstel disc of TOM's color into the bag to determine the starting positions on the Amstel canal. Place TOM's Control crests next to the gameboard. Tom does not receive 1 Gulden as starting capital.

Note:
For the following examples we use TOMato red as TOM's player color.

Game play:

The rounds of the Solo game will constist of the 4 normal phases:

Phase 1: Reveal and select cards

Reveal cards as in a two-player-game. If TOM is the leading player on the Amstel canal, he removes the card showing the lowest resource costs (i.e. number of required resource cubes) from the display immediately. If there is more than one card of the same cost and one of these is a District map, he discards that. If there is a tie between two District maps, you decide which one to discard. If there is a tie between a Craftsman and a Building, the Building is discarded. After that you can select your card.

If you are the leading player on the Amstel canal, discard no card – you can choose from 4 cards.

After that the 2 or 3 leftover cards are discarded.

Important: You must now first perform the following steps of phase II and III for TOM **directly one after the other**. Only after that, on round 8–12, turn dice of high results to ⚀ (see p.12), before performing phase II and III for yourself!

Example:
TOM is the leading player on the Amstel canal. Thus he discards one card from the display. As there as two cards of the same cost of 2 resources, the District map "Haarlemmerbuurt" is discarded.

Phase II: Roll the dice and take resources

Roll all six dice as usual. For each ⚀ TOM advances 1 space on the Amstel canal. When crossing bridges he gains points as usual.

If there is a triplet (or more) of one result in the pool of dice, TOM delivers a dock worker to the magazine. He receives the prestige points for the highest available space and 1 gulden from the supply. The result of the triple dice determines from which dock to take the dock worker:

⚀	⚁	⚂	⚃	⚄	⚅
Light blue	*White*	*Gold*	*Maroon*	*Light pink*	*Light green*

If the same triple is rolled again on a later turn nothing happens.

Phase III: Perform actions

For each rolled ⚅ TOM takes possession of a block of buildings: The color of the die determines the district. TOM will choose the block of buildings with the lowest cost from the available blocks of this district. If there is more than one block of the same cost, TOM prefers one that is adjacent to a block with one of his control crests on it. If not aplicable or if there still is a tie, he will take possesion of the block that is furthest to the left.

Take the commodity and replace it with one of TOM's crests on that block. Then, sell that commodity at the black market for 2 gulden (place the coins next to TOM's crests). If the corresponding space of the black market is not available, put the commodity on the corresponding storehouse, gaining TOM the most available points (advance his row boat on the scoring track). The bonus for "fast delivery" (see p.12) is applied as well.

Then check if TOM has enough money in his supply to use the current market tile:
If so, return gulden as shown on the tile to the general supply. TOM will gain prestige points, plus advance spaces on the Amstel canal if appropriate. He will will not gain any other bonus.
If not, TOM will gain 1 gulden from the general supply instead.

After that, if it's round 8–12, turn any dice of high results to ⚀ before performing your actions on phase II and III.

Phase IV: End of the round

There are no changes to this phase.

End of the game:

As he has **no cards** and gains **no penalty tokens**, skip the first two scoring phases for TOM.
He gains prestige points for his largest group of connected control crests in the **city evaluation**. He may also gain points in the **district evaluation.** Finally, TOM scores **1 prestige point for every 2 gulden** still in his supply.

You will gain prestige points as descried in the multiplayer rules. If you have more points than TOM after this, you win! If not: Better luck next time?!

Exampla:
For one ⚀ TOM advances one space on the Amstel canal. He crosses a bridge and gains 2 prestige points.

Example:
For two ⚅'s (black and purple) TOM takes possession of two blocks of buildings:
In the black district he takes posession of the one with the lowest cost (2 resources) and gains one commodity (Lace). As this has already been sold on the black market before, he delivers it to the storehouse and gains 5 points. In the purple district there are three blocks of the same lowest cost. His crest is placed on the one adjacent to a block already in his possession. He gains one commodity (beer) which he sells on the black market, earning 2 gulden.

Example:
TOM can afford to spend 2 gulden for the current market tile and earns 2 prestige points. He does not gain the resource.

Example:
TOM's largest group of connected control crests consists of 4 crests. He gains 12 prestige points for this. In the district "Burgwallen" (brown) TOM has 2 crests while you have 3: You gain 5 points, TOM gains none.

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HAMBURG
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City Collection
2
AMSTERDAM
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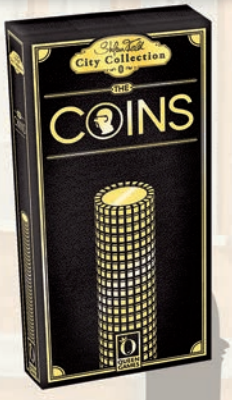
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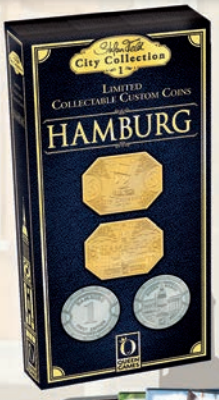
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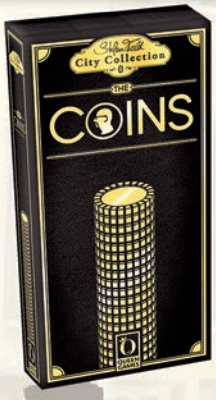
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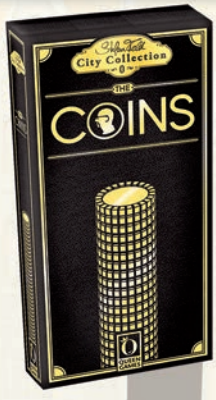

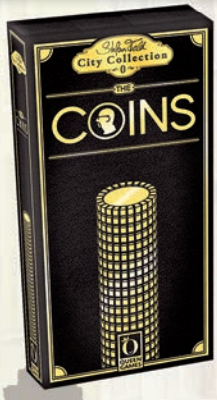

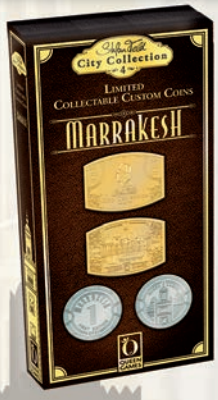

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AMSTERDAM

Stefan Feld City Collection 2

ADDENDUM

Guide to Icons and Game Terms

General rule: All instructions on cards refer to the player's own display *(player board and the cards above and below of it)* except if an explicit instruction refers to other players' displays.

Colon:
The requirement is on the left, the consequence on the right.

Activate a card:
A card below your board is inactive. You activate it by moving the card from below your board to above your board.
From now on it is considered active and may be used.

Using an activated card:
You may use a card from above your board by following its instructions. Cards are classified as one use per game round, permanent abilities, and final scoring.

Discard:
You have to place an **activated** card on the discard pile.

Craftsmen:
There are 9 different craftsmen. These are the cards nos. 001 - 054.

Buildings:
There are 11 different buildings. These are the cards nos. 055 - 108.

District maps:
There are 6 different districts. These are the cards nos. 109 - 132.

Once per game round:
Some cards can be used only once during their stated phase: I, II, or III. After such a card is used, you have to place an action marker on it.

Permanent ability:
Cards with this icon can be used permanently, even if it's not your turn.

Final Scoring:
Cards with this icon can be used during final scoring only, if you meet their conditions.

Control crests in the city:
The city consists of 6 districts, each consisting of 6 blocks of buildings. Your control crest on a block of buildings indicates that you control it for final scoring.

Take possession of a block of buildings: You must return the resources from your personal supply as shown on that block of buildings to the resources board, exchange the commodity of that block of buildings for one of your crests of ownership and place the commodity on the temporary storehouse on your player board.

Gain x resources:
Take that number of resources from the resources board and add them to your personal supply. There are 6 different resources in different colors.

Gain x points:
Advance x spaces on the scoring track.

Gain x gulden:
Take x gulden from the general supply and put them on the purse of your board.

Pay x gulden:
Return x gulden from your purse to the general supply.

Magazine:
This is the large building on the game board with four spaces where you place dock workers after they have been transported.

Delivering a commodity:
When your barge arrives at a storehouse or warehouse, place the required commodity there and gain points as shown.

Selling on the black market:
This is the area with nine spaces where you can sell commodities that you do not deliver to a storehouse or warehouse.

Market:
Market tiles are on the game round board. There is always one open tile that can be used once during the current round.

Amstel canal:
This is the canal on the game board running from the outskirts to the harbor. Positions on the canal determine turn order.

Barge:
This is the piece you move around the harbor as well as the image on your board.

White playing pieces:
This always means your own playing piece.

Multicolored playing pieces:
This means any (other) players' piece.

The cards

001:
After using 1 or more district maps for **Plantage**:
Gain 1 orange resource.

002:
After using 1 or more district maps for **Haarlemmerbuurt**:
Gain 1 brown resource.

003:
After using 1 or more district maps for **Jordaan**:
Gain 1 gray resource.

004:
After using 1 or more district maps for **Burgwallen**:
Gain 1 purple resource.

005:
After using 1 or more district maps for **Nieuwmarkt**:
Gain 1 black resource.

006:
After using 1 or more district maps for **Grachtengordel**:
Gain 1 pink resource.

007:
Gain 2 points for each different active craftsman.

There are 9 different craftsmen (6 each). Thus you can gain a maximum of 18 points.

008:
Do not gain penalty tokens for inactive cards.

*This card protects you from gaining penalty tokens for your inactive cards during final scoring. However, it does **not** protect you from gaining penalty tokens during the game.*

009:
Advance 5 spaces on the Amstel canal.

010:
Gain 1 point for each dock worker and commodity still on your own barge.

This card refers to dock workers and commodities on the barge of your board at final scoring.

011:
Gain 1 point for each dock worker in the magazine.

This refers to ALL dock workers placed in the magazine during the game by all players.

012:
Gain 1 point for each commodity on the black market.

013:
If you own at least 3 active buildings:
Gain 1 gulden.

To gain this gulden you need to have at least three blue building cards above your board. Cards activated this turn may be counted.

014:
After advancing at least 1 space on the Amstel canal: Gain 1 point.

It does not matter how you gained this step.

Important: You cannot gain more than 1 point with this card during your turn.

015:
If there are exactly 0–2 commodities on your barge: Gain 1 point.

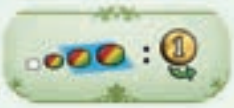
You gain this point also if you load a commodity before or after using this card or take possession of a block of houses, thus having more commodities on your barge later.

016:
After moving at least 2 spaces with your barge: Gain 1 point.

You can gain no more than 1 point with this card during your turn, no matter how often you move at least 2 spaces.

017:
If you are not in first position on the Amstel canal:
Advance 1 space.

The white circle in first position of the queue stands for your own Amstel disc.



018:
If you are in last position on the Amstel canal: Gain 1 gulden.

The white circle in last position of the queue stands for your own Amstel disc.

019:
Gain 1 gulden for every 5 crests you have placed in the city (rounded up).

020:
You may use the market twice.

021:
Gain 1 point for each active district map of different districts.

As there are 6 districts, you can gain a maximum of 6 points each time you use this card.

022:
Pay 1 gulden:
Advance with your barge up to 3 spaces without spending resources.

You do not have to advance these three spaces all at once. You may perform other actions in between.

023:
Pay 1 gulden: Gain 2 points.

024:
Gain 1 gulden and 1 point.

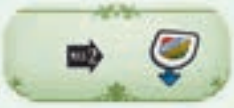
025:
If you take possession of 1 block of buildings:
Spend 1 fewer resource of your choice.

This means that you could take possession of a block of buildings for free.

026:
If you take possession of 1 block of buildings: Gain 1 gulden.

027:
Pay 2 gulden:
Take possession of 1 block of buildings without spending resources.

This is no change to the rule that you may take possession of only 1 block of buildings during the same round. It just means you do not pay any resources.



028:
You may take possession of a 2nd block of buildings per round.

029:
You may use exactly 1 district map up to three 3 times.

You may use 1 card up to three times during your turn, but the three times don't have to be in a row. Place one action marker on this card after each use to keep track. You may use a different district map each round.

030:
If you activate a building: Gain 2 gulden.

031:
When you activate a building:
Spend 1 fewer resource of your choice.

032:
Gain 1 gulden for each set of 3 resources of your choice you spend.

This is a good way to spend resources you don't need for certain other actions and exchange them on a ratio of 3:1 for gulden.

033: When you activate a craftsman (incl. this one):
Gain 1 gulden.

This applies to this card itself.

034:
If several discs are on the same space on the Amstel canal:
Your disc is always on top.

035:
Each time you activate a district map: Immediately use the effect of the district map one time for free.

Do not place an action marker on it. The card may be used a second time on your turn by paying the cost to use it.

036:
Gain any 1 resource for each set of 2 resources of your choice you spend.

See the hint for card no. 032.

037:
If you sell a commodity on the black market: Gain 2 gulden as well as 1 resource of your choice.

If you have activated card no. 028 as well, you may do this twice during your turn.

038:
Pay 3 gulden each: Activate 1 card each without spending resources.

039:
Gain any 2 resources for each 2 gulden that you pay.

You may do this as often as you like during a round, as long as you can pay.

040:
When you move your barge: you may move it 2 spaces for each resource spent.

When taking the move barge action, your movement is now doubled for each resource spent.

041:
Each time you activate a district map: Gain 1 gulden.

042:
When you activate a certain craft for the first time: Spend 1 fewer resource of your choice.

Example: You have activated some craftsmen already, but no "Timmerman" yet. When activating your first "Timmerman" you may spend one fewer resource.

043:
If only you are in last position on the scoring track:
Gain any 1 resource of your choice.

The white rowboat represents your own. When it is depicted as the smallest one of all, it means you are in last position, and only you alone.

044:
Gain 1 gulden. Also gain 1 point for each active carpenter in your display.

You gain 1 gulden when using this card regardless of the number of your active carpenters (Timmerman). In addition, gain one point per active "Timmerman."

045:
If you gained points on the market: Gain any 1 resource of your choice.

If you use a market tile without getting any points, you do not gain a resource.

046:
Gain any 1 resource of your choice.

047:
Discard 1 active district map: Gain 3 gulden.

048:
Spend any 1 resource of your choice: Gain 1 gulden.

049:
You are not required to take a card.

Each round you may decide if you wish to take a card from the display in ■ ***Phase I****. Choosing not to take one will give other players more choices.*

050:
When delivering dock workers: Gain twice the points.

When you deliver a dock worker to the magazine, you gain twice the imprinted points.

051:
Gain 2 additional gulden for each chosen die showing a "1".

You gain that 1 resource plus the 2 gulden.

052:
Gain 2 additional resources for each chosen die showing a "1".

The 2 additional resources must be of the same color as the chosen die and must be placed in the slot "1" of your roundel.

053:
You may place all resources from 1 chosen die onto 1 of 2 adjacent spaces of the roundel (not above the "6").

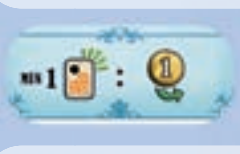
Example:
If you decide for the "4" die, instead of placing all resources in slot 4 as normal, instead you may place them in slot 3 or 5 instead (all in one slot).

054:
Gain 1 additional resource for each of your 2 chosen dice.

The additional resource must be of the same color as the chosen die.

055:
After using 1 or more district maps for **Plantage**: Gain 1 gulden.

056:
After using 1 or more district maps for **Haarlemmerbuurt**: Gain 1 gulden.



057:
After using 1 or more district maps for **Jordaan**: Gain 1 gulden.

058:
After using 1 or more district maps for **Burgwallen**: Gain 1 gulden.

059:
After using 1 or more district maps for **Nieuwmarkt**: Gain 1 gulden.

060:
After using 1 or more district maps for **Grachtengordel**: Gain 1 gulden.

061:
Gain 1 point for each active **Plantage** district map.

062:
Gain 1 point for each active **Haarlemmerbuurt** district map.

063:
Gain 1 point for each active **Jordaan** district map.

064:
Gain 1 point for each active **Burgwallen** district map.

065:
Gain 1 point for each active **Nieuwmarkt** district map.

066:
Gain 1 point for each active **Grachtengordel** district map.

067:
Gain 3 points.
If you have an active **Zuiderkerk** or **Westerkerk**: Gain 8 points instead.
If you have both: Gain 15 points instead.

The "Oude Kerk" forms a set with the "Zuiderkerk" and/or "Westerkerk." If the set consists only of the "Oude Kerk" you gain 3 points. "Oude Kerk" plus either of the other churches grants 8 points, and a set of all 3 churches is worth 15 points.

If you also have a second [and third] "Oude Kerk" it starts a new set. You would need a second [and third] "Zuiderkerk" and/or "Westerkerk" to gain another 8 or 15 points.

068:
Gain 3 points.
If you have an active **Zuiderkerk** or **Westerkerk**: Gain 8 points instead.
If you have both: Gain 15 points instead.
See card no. 067

069:
Gain 3 points.
If you have an active **Zuiderkerk** or **Westerkerk**: Gain 8 points instead.
If you have both: Gain 15 points instead.
See card no. 067

070:
Gain 1 gulden if you have no more than 3 inactive cards.

You may gain this Gulden if at any point on your turn you have 3 or fewer inactive cards.

071:
After gaining at least 1 gulden:
Gain 1 gulden.

If you gained at least 1 gulden by using other cards, you gain 1 more gulden with this card.

072:
After gaining at least 1 point:
Gain 1 point.

If you gained at least 1 point by using other cards, you gain 1 more point with this card.

073:
When you deliver a commodity:
Gain 1 additional point.

This applies every time you deliver a commodity, but does not apply to selling to the black market.

074:
If you take possession of 1 block of buildings:
Advance 1 space on the Amstel canal.

075:
When you deliver a commodity:
Gain 1 gulden.
See card no. 073.

076:
When you deliver a **Crystal Glass** commodity: Gain 4 additional points.

See card no. 073.

077:
When you deliver a **Genever** commodity:
Gain 4 additional points.

See card no. 073.

078:
When you deliver a **Coffee** commodity:
Gain 4 additional points.

See card no. 073.

079:
When you deliver a **Beer** commodity:
Gain 4 additional points.

See card no. 073.

080:
When you deliver a **Tiles** commodity:
Gain 4 additional points.

See card no. 073.

081:
When you deliver a **Cheese** commodity:
Gain 4 additional points.

See card no. 073.

082:
When you deliver a **Lace** commodity:
Gain 4 additional points.

See card no. 073.

083:
When you deliver a **Furniture** commodity: Gain 4 additional points.

See card no. 073.

084:
When you deliver a **Tulip Bulb** commodity: Gain 4 additional points.

See card no. 073.

085:
Gain 1 point for each of your active district maps.

086:
Gain 2 points for each active End Game scoring card.

You gain 2 points for each card with the laurel wreath in addition to the printed instructions.

087:
Gain 2 points for each of your active buildings.

088:
Gain 1 gulden.
OR: Gain 2 gulden if you have at least 1 active **Montelbaanstoren**.

089:
Gain 1 gulden.
OR: Gain 2 gulden if you have at least 1 active **Montelbaanstoren**.

090:
Gain 1 gulden.
OR: Gain 2 gulden if you have at least 1 active **Montelbaanstoren**.

091:
Gain 1 pink resource.

092:
Gain 1 orange resource.

093:
Gain 1 brown resource.

094:
Gain 1 gray resource.

095:
Gain 1 purple resource.

096:
Gain 1 black resource.

097:
Gain 1 point if you are the only one in first position on the scoring track.

This applies at any time during your turn.

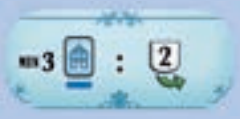
098:
Gain 2 points if you have no more than 3 inactive cards.

You may gain these 2 points if at any point on your turn you have 3 or fewer inactive cards.

099:
After using at least 1 district map:
Gain 2 points.

100:
If you have at least 3 active craftsmen:
Gain 1 gulden.

See card no. 098.



101:
If you have at least 3 active buildings:
Gain 2 points.

See card no. 098.

102:
If you have at least 3 active district maps:
Gain 1 gulden.

See card no. 098.

103:
Gain 4 points for each set of 2 of the same active craftsmen.

104:
Gain 3 points for each set of 2 active district maps of the same color.

105:
Gain 2 points for each bridge of the Amstel canal crossed.

106:
Gain 1 point for each of your crests in the city.

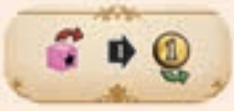
107:
If your barge has returned to its start pier at the end of the game: Gain 8 points.

108:
Gain 2 points for each active craftsman of the craft you own the most of.

If there is a tie for the most, you get points for one type only.

Example: If you have 3 cheese makers, 2 brewers, and 2 tulip growers, you gain 6 points for the 3 cheese makers.

109:
Spend 1 pink resource:
Gain 1 point.



110:
Spend 1 pink resource:
Gain 1 gulden.

111:
Spend 1 pink resource:
Gain 1 gulden.

112:
Spend 1 pink resource:
Gain 1 gulden and 1 point.

113:
Spend 1 gray resource:
Gain 1 point.

114:
Spend 1 gray resource:
Gain 1 gulden.

115:
Spend 1 gray resource:
Gain 1 gulden.

116:
Spend 1 gray resource:
Gain 1 gulden and 1 point.

117:
Spend 1 orange resource:
Gain 1 point.

118:
Spend 1 orange resource:
Gain 1 gulden.

119:
Spend 1 orange resource:
Gain 1 gulden.

120:
Spend 1 orange resource:
Gain 1 gulden and 1 point.

121:
Spend 1 brown resource:
Gain 1 point.

122:
Spend 1 brown resource:
Gain 1 gulden.

123:
Spend 1 brown resource:
Gain 1 gulden.

124:
Spend 1 brown resource:
Gain 1 gulden and 1 point.

125:
Spend 1 purple resource:
Gain 1 point.

126:
Spend 1 purple resource:
Gain 1 gulden.

127:
Spend 1 purple resource:
Gain 1 gulden.

128:
Spend 1 purple resource:
Gain 1 gulden and 1 point.

129:
Spend 1 black resource:
Gain 1 point.

130:
Spend 1 black resource:
Gain 1 gulden.

131:
Spend 1 black resource:
Gain 1 gulden.

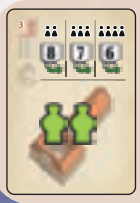
132:
Spend 1 black resource:
Gain 1 gulden and 1 point.

Secret orders

Note: *Many orders grant different number of points based on player count (2 / 3 / 4 players).*

1:
You gain 8 / 7 / 6 points if the two light blue dock workers are in the magazine.

2:
You gain 8 / 7 / 6 points if the two maroon dock workers are in the magazine.



3:
You gain 8 / 7 / 6 points if the two light green dock workers are in the magazine.

4:
You gain 8 / 7 / 6 points if the two light pink dock workers are in the magazine.

5:
You gain 8 / 7 / 6 points if the two gold dock workers are in the magazine.

6:
You gain 8 / 7 / 6 points if the two white dock workers are in the magazine.

7:
You gain 6 / 7 / 8 points if you have taken possession of at least 4 blocks of buildings in the **Grachtengordel**.

8:
You gain 6 / 7 / 8 points if you have taken possession of at least 4 blocks of buildings in the **Plantage**.

9:
You gain 6 / 7 / 8 points if you have taken possession of at least 4 blocks of buildings in the **Nieuwmarkt**.

10:
You gain 6 / 7 / 8 points if you have taken possession of at least 4 blocks of buildings in the **Burgwallen**.

11:
You gain 6 / 7 / 8 points if you have taken possession of at least 4 blocks of buildings in the **Haarlemmerbuurt**.

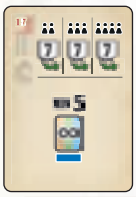
12:
You gain 6 / 7 / 8 points if you have taken possession of at least 4 blocks of buildings in the **Jordaan**.

13:
You gain 9 / 9 / 9 points if you have activated at least 3 cards each of buildings, craftsmen, and district maps.

14:
You gain 10 / 10 / 10 points if your Amstel disc has reached the harbor.

15:
You gain 7 / 7 / 7 points if you have activated at least 3 cards "end of the game".

16:
You gain 7 / 7 / 7 points if you have activated at least 4 “III” cards.



17:
You gain 7 / 7 / 7 points if you have activated at least 5 “permanent”cards.

18:
You gain 7 / 6 / 5 points if there are at least 7 commodities on the black market.

19:
You gain 6 / 6 / 6 points if you have at least 2 different commodities on your barge at the end of the game.

20:
You gain 7 / 6 / 5 points if the "furniture" storehouse is full.

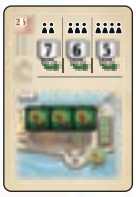
21:
You gain 7 / 6 / 5 points if the **Lace** storehouse is full.

22:
You gain 7 / 6 / 5 points if the **Cheese** storehouse is full.

23:
You gain 7 / 6 / 5 points if the **Jenever** storehouse is full.

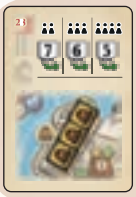
24:
You gain 7 / 6 / 5 points if the **Beer** storehouse is full.

25:
You gain 7 / 6 / 5 points if the **Tiles** storehouse is full.



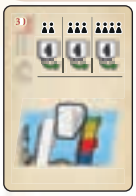
26:
You gain 7 / 6 / 5 points if the **Tulip bulb** storehouse is full.

27:
You gain 7 / 6 / 5 points if the **Crystal glass** storehouse is full.



28:
You gain 7 / 6 / 5 points if the **Coffee** storehouse is full.

29:
You gain 7 / 6 / 5 points if all warehouses are full.



30:
You gain 4 / 4 / 4 points if your barge is on the large starting space in the harbor at the end of the game.

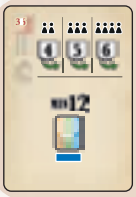
31:
You gain 9 / 7 / 5 points if there are at least 7 dock workers in the magazine.

32:
End of the game:
Return any 2 dock workers **and** any 1 commodity from your board to the general supply and gain 4 / 5 / 6 points.

33:
End of the game:
Return up to 6 resources of different colors from your resource supply to the general supply to gain 1 / 2 / 3 / 5 / 7 / 10 points.

34:
End of the game:
Return any 1 dock worker, any 1 commodity and any 1 resource from your board/supply to the general supply and gain 4 / 5 / 6 points.

35:
You gain 7 / 8 / 9 points if you have taken possession of at least 9 blocks of buildings, no matter where.



36:
You gain 4 / 5 / 6 points if you have activated at least 12 cards.

37:
End of the game:
Return 1 light blue dock worker to the supply to receive 2 / 3 / 4 points
or two workers to receive 7 / 8 / 9 points.

38:
End of the game:
Return 1 gold dock worker to the supply to receive 2 / 3 / 4 points
or two workers to receive 7 / 8 / 9 points.

39:
End of the game:
Return 1 maroon dock worker to the supply to receive 2 / 3 / 4 points
or two workers to receive 7 / 8 / 9 points.

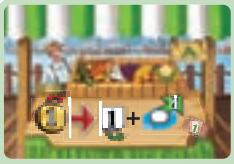
40:
End of the game:
Return 1 light green dock worker to the supply to receive 2 / 3 / 4 points
or two workers to receive 7 / 8 / 9 points.

41:
End of the game:
Return 1 light pink dock worker to the supply to receive 2 / 3 / 4 points
or two workers to receive 7 / 8 / 9 points.

42:
End of the game:
Return 1 white dock worker to the supply to receive 2 / 3 / 4 points
or two workers to receive 7 / 8 / 9 points.

Market tiles

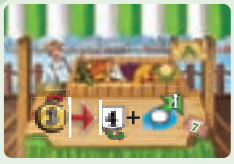
There are 8 tiles each of categories A + B (basic game) and C (expansion). Each tile may be used once only per turn, paying as many gulden as required.



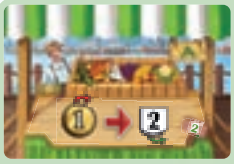
A1:
Pay 1 gulden, gain 1 point **and** advance 2 spaces on the Amstel canal.

A3:
Pay 1 gulden, gain 3 points.

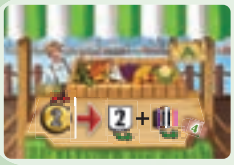
A5:
Pay 2 gulden, gain 3 points **and** advance 1 space on the Amstel canal.



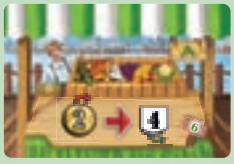
A7:
Pay 3 gulden, gain 4 points **and** advance 2 spaces on the Amstel canal.



A2:
Pay 1 gulden, gain 2 points.

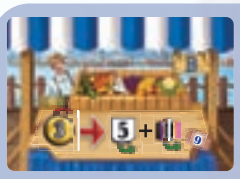


A4:
Pay 2 gulden, gain 2 points **and** 1 resource of your choice.

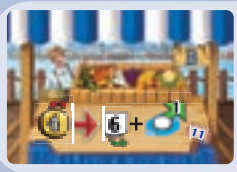


A6:
Pay 2 gulden, gain 4 points.

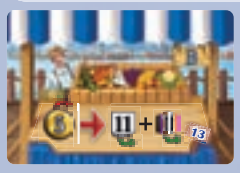
A8:
Pay 3 gulden, gain 5 points.



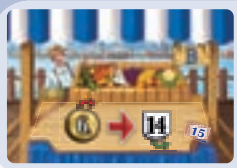
B9:
Pay 3 gulden, gain 5 points **and** 1 resource of your choice.



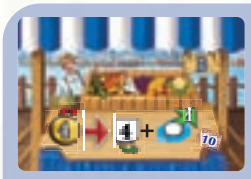
B11:
Pay 4 gulden, gain 6 points **and** advance 1 space on the Amstel canal.



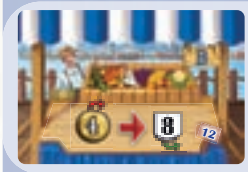
B13:
Pay 5 gulden, gain 11 points **and** 1 resource of your choice.



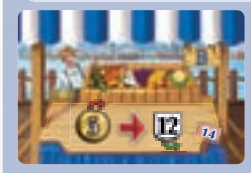
B15:
Pay 6 gulden, gain 14 points.



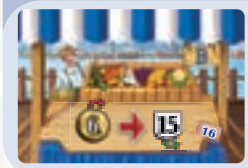
B10:
Pay 4 gulden, gain 4 points **and** advance 2 spaces on the Amstel canal.



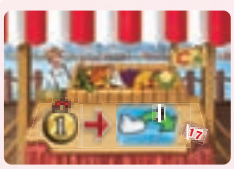
B12:
Pay 4 gulden, gain 8 points.



B14:
Pay 5 gulden, gain 12 points.

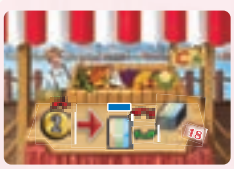


B16:
Pay 6 gulden, gain 15 points.



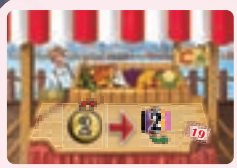
CA 17:
Pay 1 gulden, move your barge in the harbor 3 spaces.

Important: While moving, you may deliver or load commodities and load dock workers or place them in the magazine.



CA 18:
Pay 2 gulden, exchange any 1 of your inactive cards for 1 card of your choice from the discard pile.

Note: You do **not have** to exchange cards of the same type *(i.e. a building for building)*. If the discard pile is empty at this moment, you may draw the top card from the draw pile of craftsmen or buildings, but **not** from the draw pile of district maps.



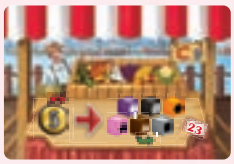
CA 19:
Pay 2 gulden, take 2 resource of your choice from the general supply und put them in your personal supply for the current round.

CA 20:
Pay 3 gulden, activate 1 of your inactive cards for free *(you do not spend any resources)*.

CB 21:
Pay 3 gulden, move your barge onto a space of your choice in the harbor; this includes an anchorage point as well as a dock.

CB 22:
Pay 4 gulden, take possession of any 1 block of buildings for free.

Note: Though you do not spend any resources, you still get that commodity.



CB 23:
Pay 5 gulden, take 1 resource of each color (6 in total) from the general supply and put them in your personal supply for the current round.

CB 24:
Pay 6 gulden, activate 2 of your inactive cards for free *(you do not spend any resources for both activations)*.

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